

Dekka Dekka User Guide

Version 1.0, Mya Kay, 31/07/2022

Installation

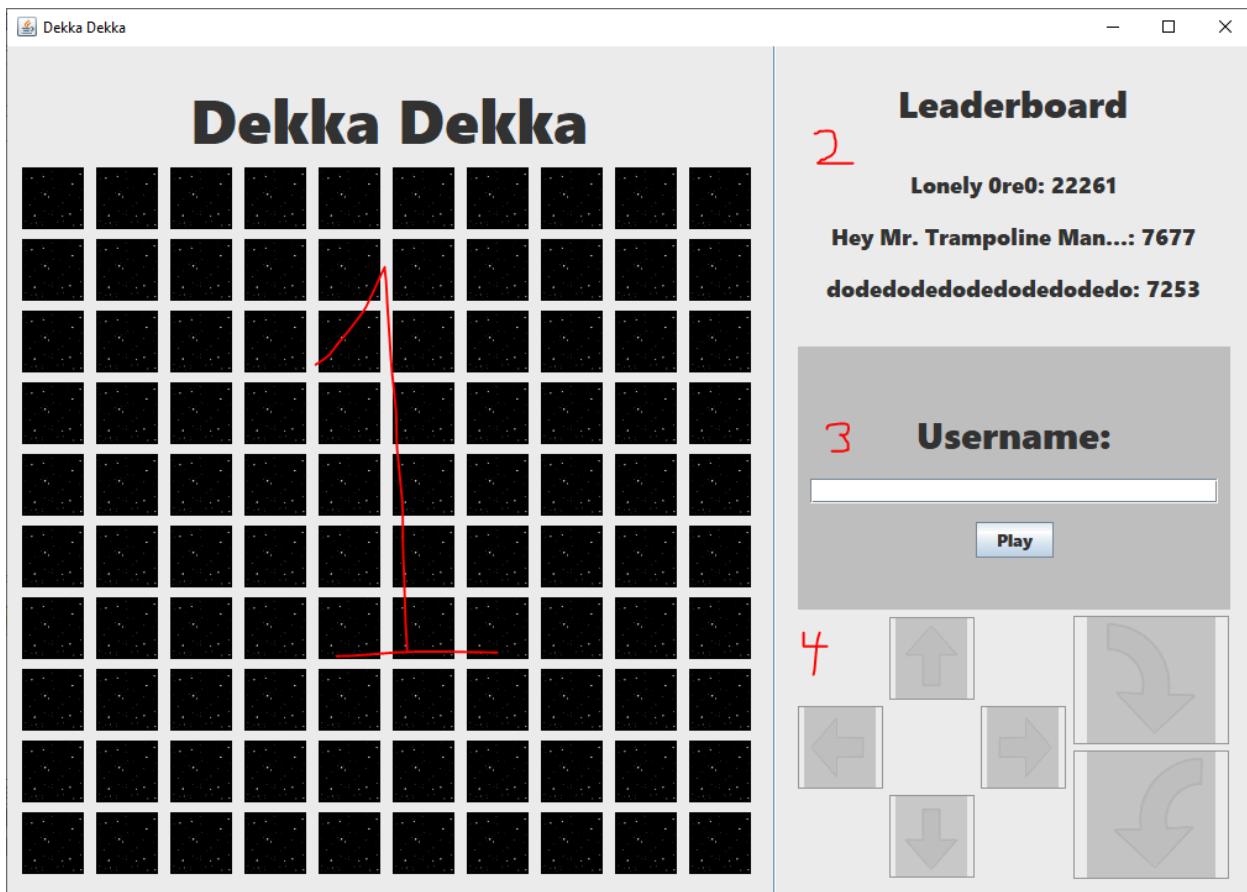
Currently, Dekka Dekka is only available in .exe format. Mac and Linux versions may be available for future releases.

You can download Dekka Dekka as a zip file from <https://myakay38.github.io/Dekka-Dekka/>. Once you extract the contents to the desired folder, you can run the game by double clicking the file “Dekka Dekka.exe”. **Do not remove any files from the extracted folder.** The game depends on all the files included here. If you would like to run the program from a desktop icon, simply right click it and select Show more options>Send to>Desktop (create shortcut).

Objective

The avatar for Dekka Dekka is an alien trying to find xer way back home. Your goal is to get xer there as quickly as possible.

Layout and Key Features



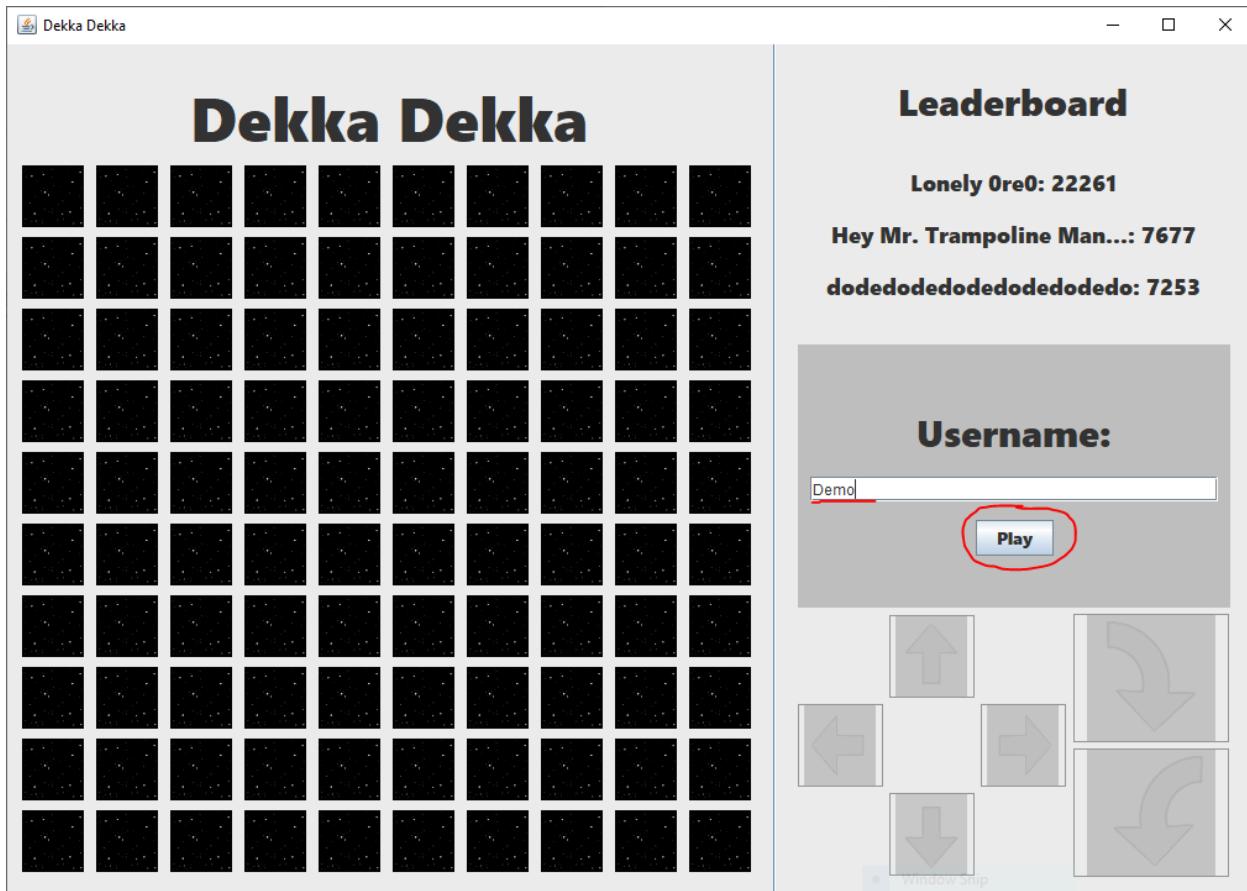
1. The Game Area. This 10x10 grid is where the maze is displayed for the avatar to navigate.
2. The Leaderboard. This is where the top three scores are displayed.
3. The Start Area. This is where you can enter a username and press "Play" to start the game.
4. The Rotation Buttons. Once the game starts, you need to use these to change your perspective on the maze.

How To Play

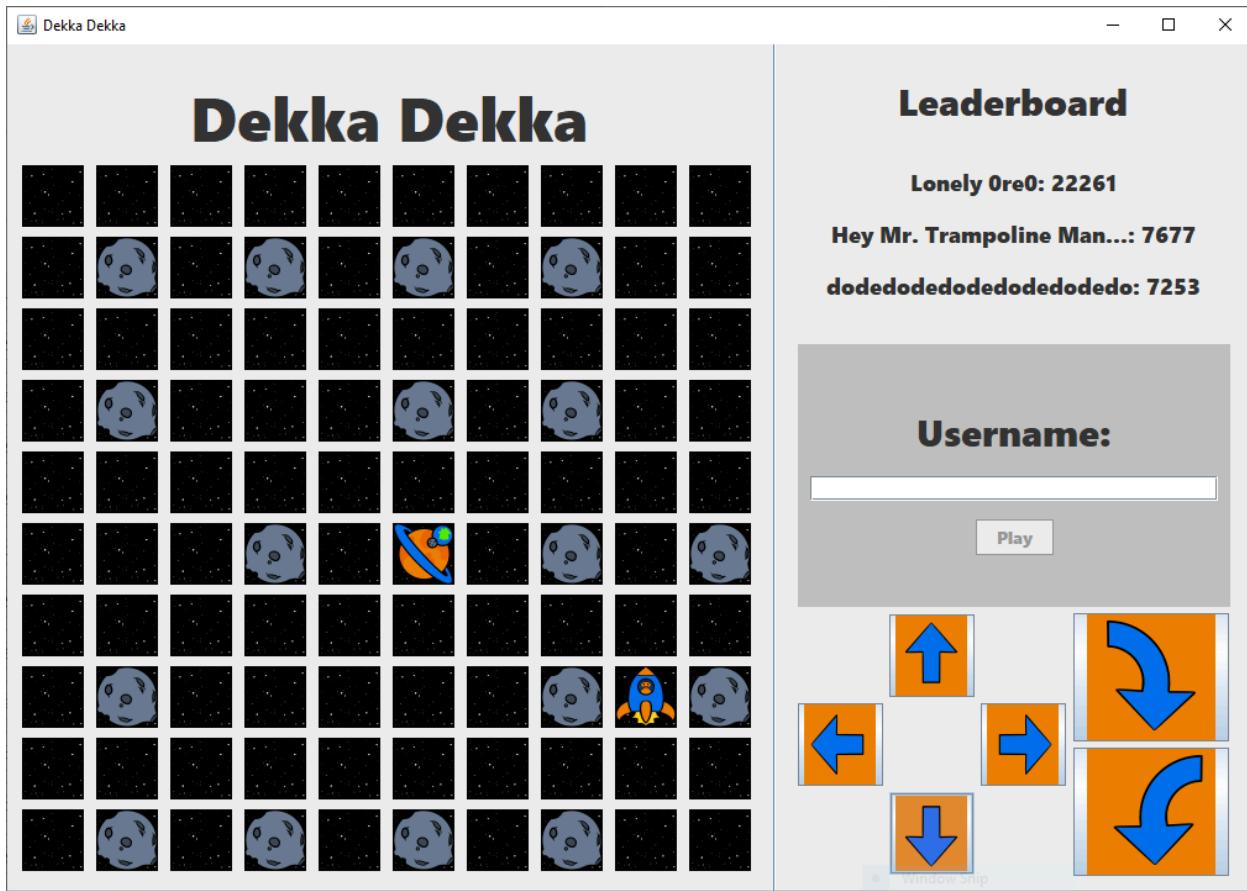
When the program launches, a small splash screen will appear. Press "OK" to close it.



Next, you need to think of a username. If you score high enough, it will be displayed on the leaderboard! Once you think of one, click on the username text field and type it in. Press “Play” when you are ready to start the game.

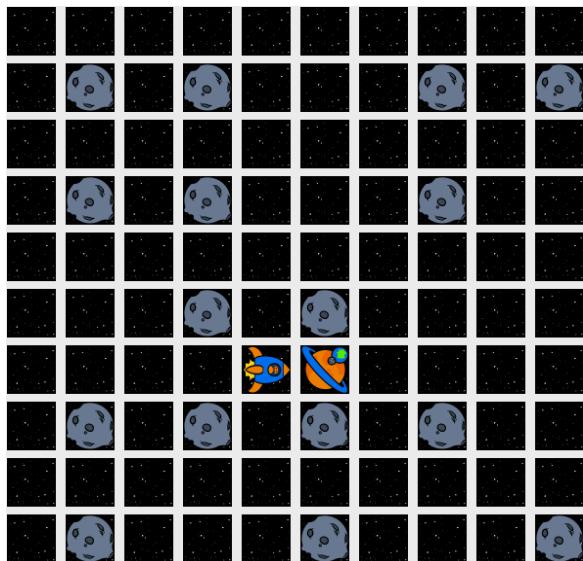


It's time to play! Your screen should look something like this:

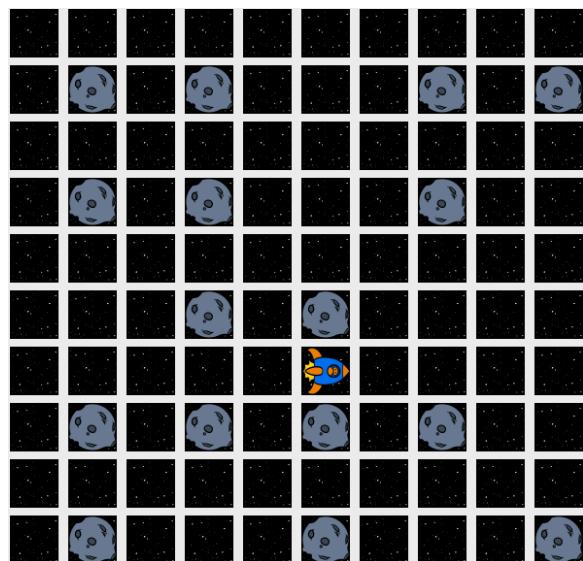


The little alien in the rocketship is your avatar. Your goal is to get xer home to xer planet. You can move your avatar with the arrow keys on the keyboard. Go ahead, give it a try!

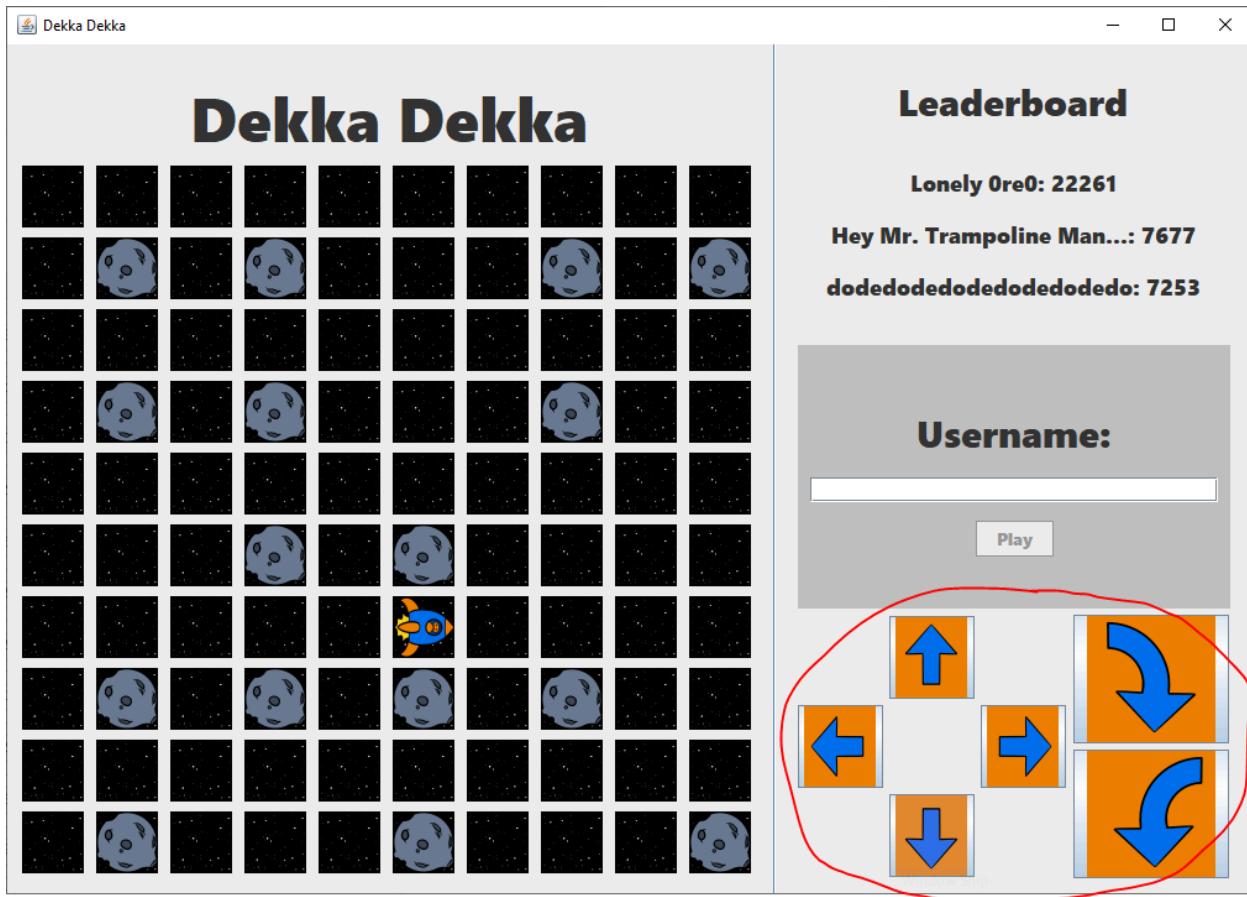
You might be thinking “This is easy; I’m already about to get to the planet!”



But when you press the arrow key one more time...

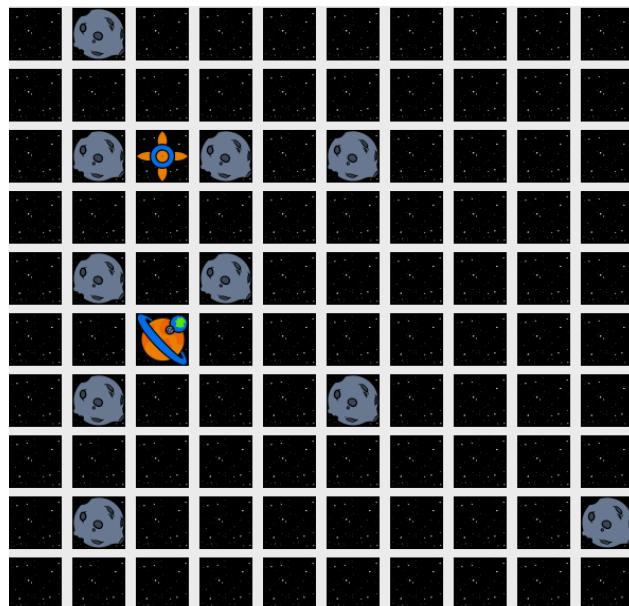


Where'd the planet go?! Don't worry, it's still there. You see, Dekka Dekka is a three-dimensional maze game with a two-dimensional display. Right now, your spaceship is in front of the planet. That means you need to change your perspective to get closer to it. You can do that with the rotation buttons on screen. Try it out!

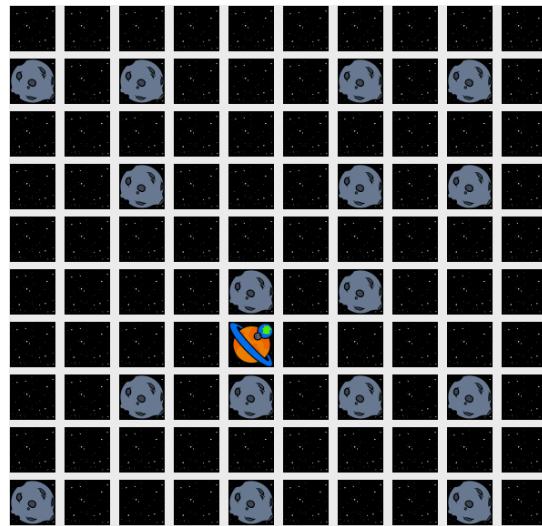


After you press one or two of the buttons (or sometimes more) you should have a good angle where you can see both the spaceship and the planet again. Now you should be able to move your spaceship to the planet.

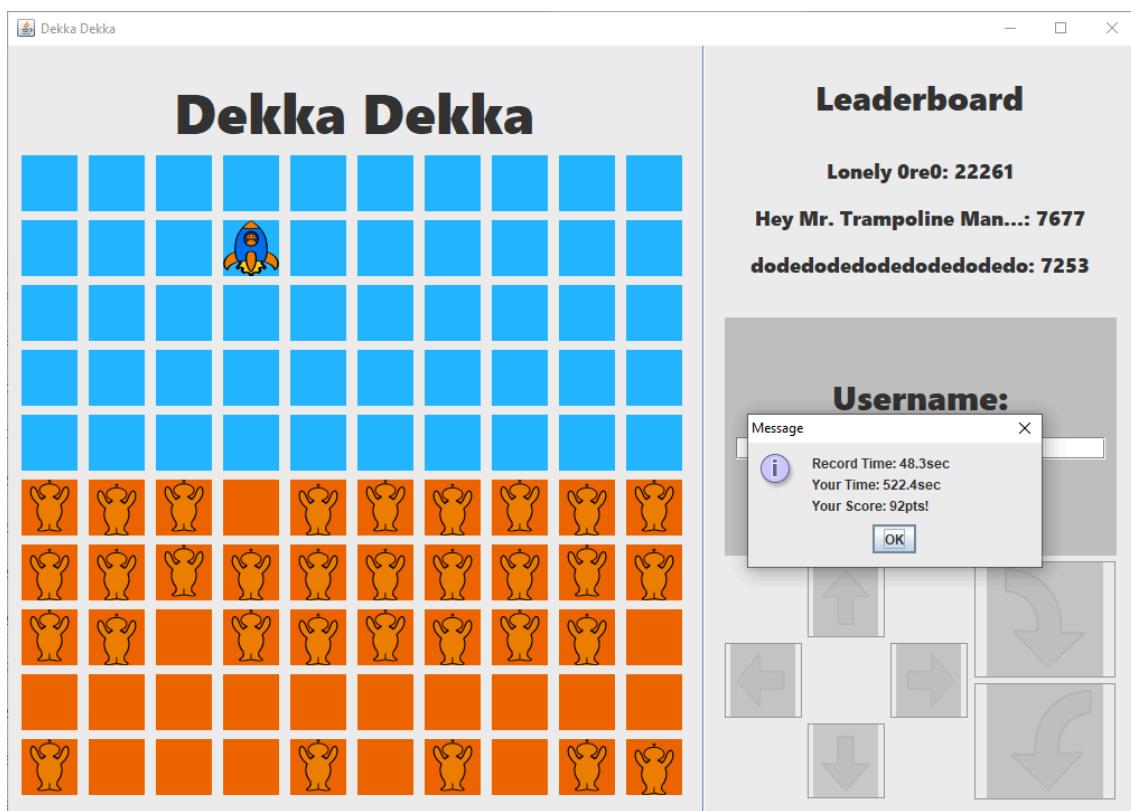
Here's an example from another level. Whenever it looks like you've reached the planet from one view, you need to shift your perspective to get closer along another axis.



Similarly, your avatar can get hidden behind the planet or an asteroid. If this happens, you can either press a rotation button to change your perspective or try pressing arrow keys to get out from behind the object.



When you get to the planet, you've finished the level! It's normal for the program to freeze for a moment when you arrive. Then it will play a little animation in the game area to celebrate your alien's return home. A popup will also appear to tell you your time and score.



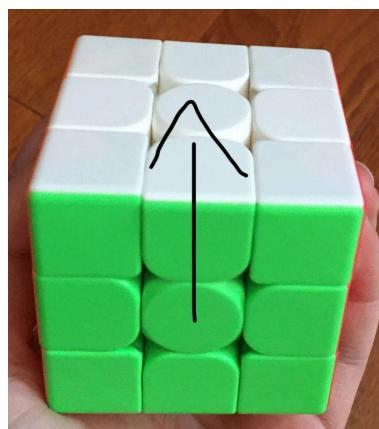
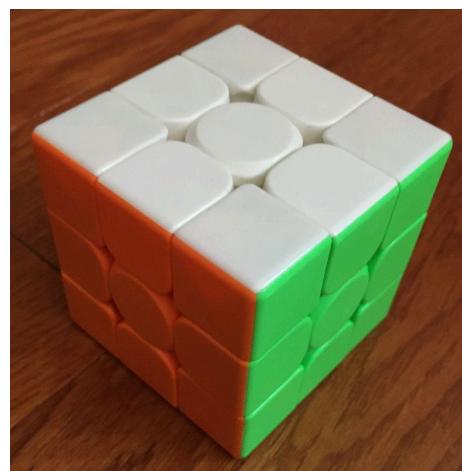
To play again, press "OK" to close the popup, enter a new username, and click "Play" again. A new level will appear for you to navigate.

Additional Notes

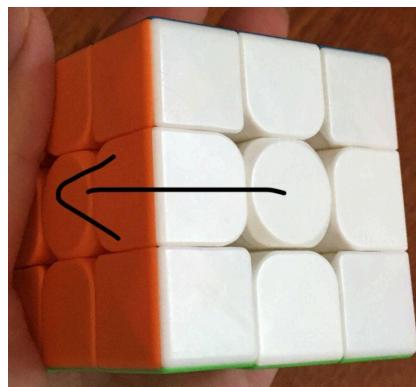
i) Are you a little mind-boggled by all the rotation?

That's okay! It was also a little mind-boggling to program. Try to think of the game area as a cube, but you can only see one of its faces at a time. When you press one of the rotation buttons on the left of the rotation button area, you are looking at the next face of the cube in that direction. Take this speed cube for example.

If you're looking at the green side, then turn to the next face in the "upward" direction, you'll end up looking at the white side, which was the top before. The green side you were looking at before is now on the bottom.

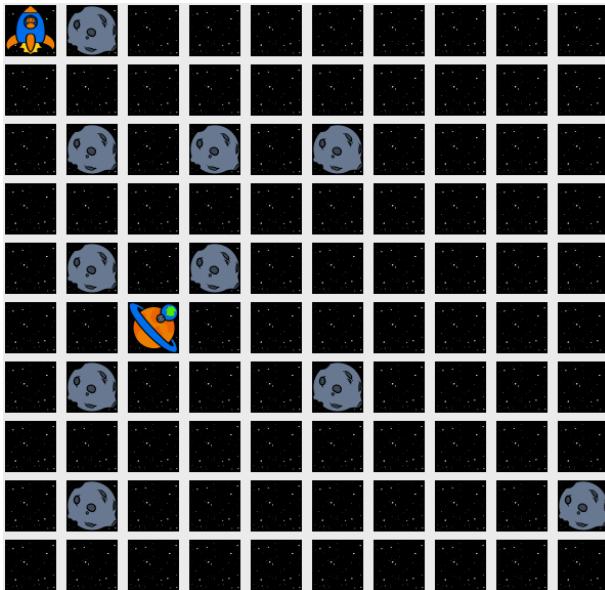


To the same effect, going one face to the left from there will bring you to the orange side. Now the white side is on the right and the green side is still on the bottom.



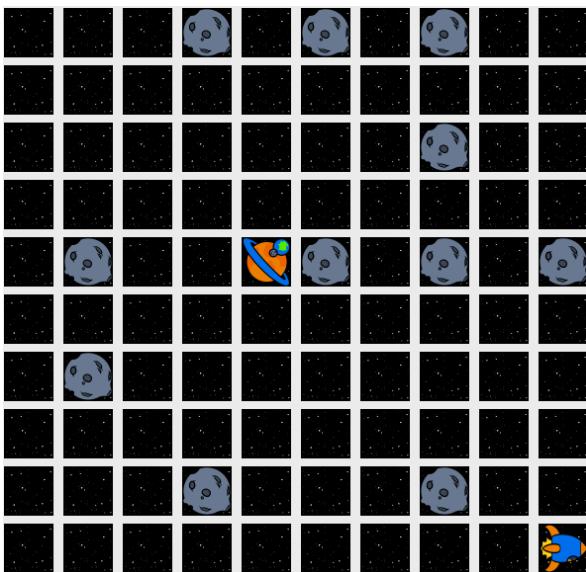
Now, let's do the same thing with Dekka Dekka!

Let's say you're looking at the maze like this:

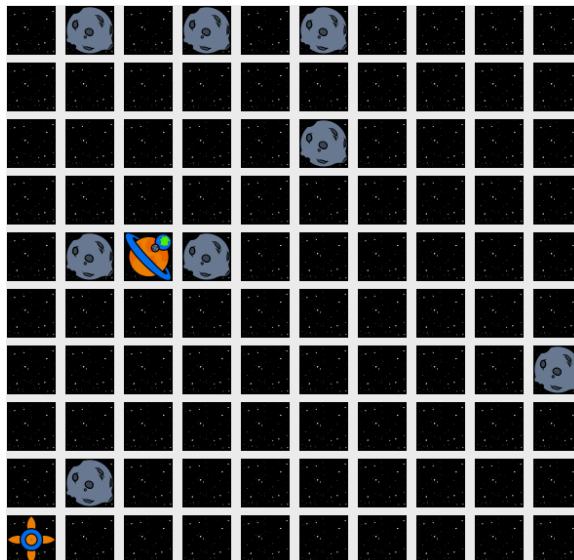


Since it's down in the *bottom-left* corner, we know that the spaceship was in the closest square to us when we first saw it. If it was in the *top-left* corner, that would mean it was in the furthest square from us before.

Now, if you press the left arrow, you'll be looking at the spaceship from the side.

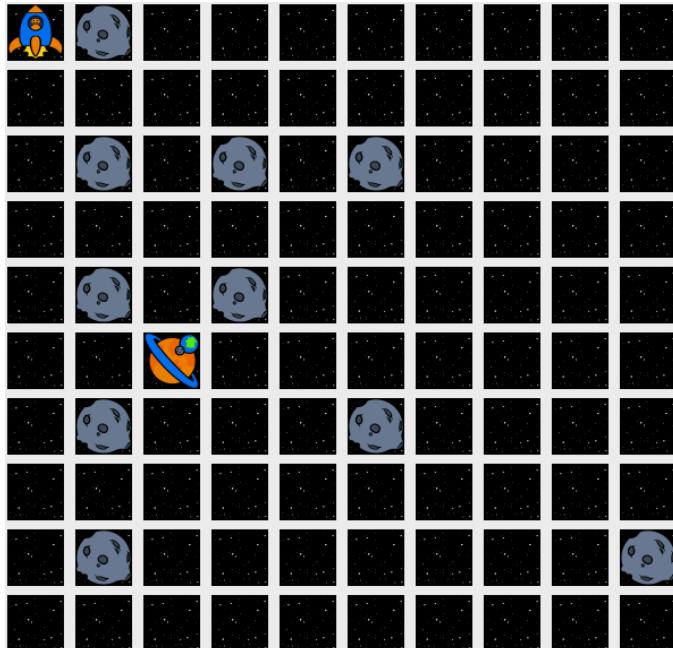
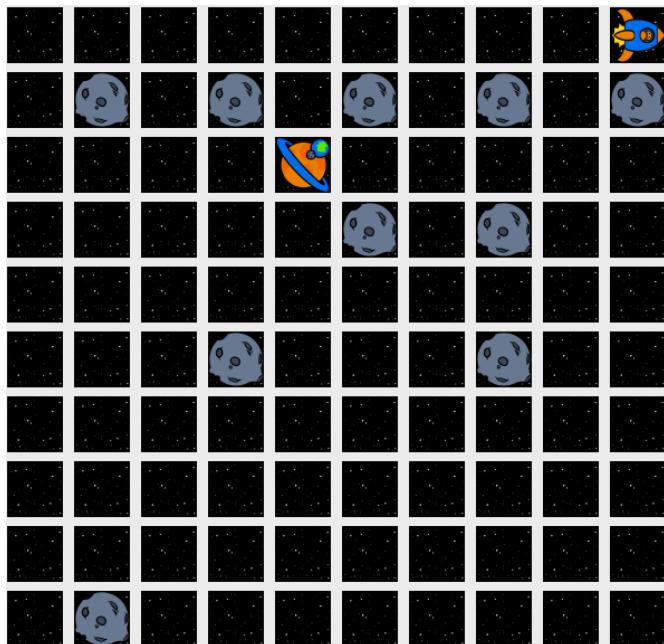


If you press the up rotation button, you'll be looking at the top of the spaceship.



See? The top of the spaceship, which we were just looking at, is pointed to the right, which is where that side of the maze is. The front of the spaceship, which we saw from the first side is pointed down. You can get back to the first side by pressing the down rotation button.

You might be thinking, “That doesn’t look like the first side I looked at!” –But it does. It’s just been rotated. To bring it right back to the original perspective, just press the counterclockwise rotation button.



Ta-da! Hope that helped a little bit.
Have fun!

- ii)** There are 10 levels built into Dekka Dekka. Whenever you press the play button, it will randomly select one of them. The record time is saved for each level, so it is normal for the record time to show up differently for each level. It is the record time for that level, not the whole game.

iii) In future updates, you can expect to see a visible timer while you play, an ordered progression of levels, power-ups, different avatars, and scoring based on how few moves you make relative to the number required to complete the level. Time constraints prevented these features from being included in the first version of Dekka Dekka.